

# ROAD RUNNER\*

## INSTRUCTIONS

Evading Wile E. Coyote and the many obstacles placed in your path, you as Road Runner venture through the many captivating levels collecting as many points as you can.

**SEED** – Keeping one step ahead of Wile E. Coyote, you eat as much seed as you can find but beware if you get caught you lose a life. If you should miss 5 of the seeds you will faint and also lose a life. Upon eating seed containing iron filings Wile E. Coyote may slow you down by using his magnet. Points are scored for all seeds eaten.

**MINES** – The mines will explode if Road Runner or Wile E. Coyote runs over them. A bonus is given for jumping the mines or leading Wile over them. A life will be lost if Road Runner steps on a mine.

**LEMONADE** – If Road Runner or Wile E. Coyote run over lemonade he will stop and drink it. Bonus points will be gained if you drink all of the lemonade at the end of the level. You will also score points if either drink the lemonade.

**TRUCKS** – Avoid all trucks, however if you can lure Wile E. Coyote into being run over by a truck a bonus will be scored. You will lose a life if hit by a truck.

**TONGUE BONUS** – Take a risk and let Wile E. Coyote move in close to you, then run away and a bonus is scored as Road Runner pokes his tongue out at Wile.

**BOULDERS** – Avoid all boulders as you will lose a life. A bonus is scored if Wile is hit by a boulder.

**CREVASSES** – Jump the crevasses because if you should fall, a life is lost. A bonus is scored if Wile falls.

**INVISIBLE PAINT** – When Road Runner runs over invisible paint he will become invisible and difficult to catch. If Wile gets the invisible paint he will become invisible and difficult to avoid.

**WILE E. COYOTE \*** – Avoid the dynamite that Wile E. Coyote throws at you when he is flying his Jet-Pac. Avoid Wile E. as he passes you on his rocket. Avoid Wile E. as he is jumping after you on his Pogo Stick. Avoid Wile E. as he runs after you. Avoid Wile E. on his Jet Skate Board.

**SHORT CUTS** – This allows you to return to the last level played in the previous game.

**JOYSTICK CONTROL** – Standard left, right, up or down movement. Press **FIRE** button to jump.

**KEYBOARD CONTROL** – Keys are redefinable by user.

## LOADING INSTRUCTIONS

**AMSTRAD CPC CASSETTE** – Press **CTRL** and small **ENTER** and then press **PLAY** on your cassette recorder.

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